

I CLAIM:

1. A method for using, presenting, transmitting, and storing objects in and by virtual worlds, the method comprising the steps of:
 - a) defining the object as a sequence of modifications;
 - b) identifying a virtual world in which a modification of the object has taken place; and
 - c) storing each modification of the object and each identification of an associated virtual world in which that modification has been made.
2. The method of claim 1, further comprising rejecting, for a given virtual world, those modifications to the object which are not acceptable to that given virtual world.
3. The method of claims 2, wherein rejected modifications are ignored.
4. The method of claim 2, wherein rejected modifications are replaced.
5. The method of claim 2, wherein non-accepted modifications remain a part of the object and are contained in said sequence of modifications when the object leaves that given virtual world.

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6. The method of claim 1, further comprising assigning a monotonically increasing sequence number of each modification in a given virtual world.
7. The method of claim 6, further comprising examination of said sequence number to ensure that no modification of an object has been removed from a description of the object.
8. The method of claim 1, further comprising maintaining information about the object in a trusted central institution.
9. The method of claim 8, wherein said information comprises highest sequence numbers that the object has in each virtual world.
10. The method of claim 1, wherein the object is an avatar representation of a user in a role-playing game.
11. The method of claim 10, wherein said modification is a change in at least one of an experience, a strength, an item and equipment.
12. The method of claim 10, wherein step b) comprising the step of examining a signature of a server simulating a virtual world.

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13. A device for using, presenting, transmitting and storing objects in and by virtual worlds, the device comprising:

- a) means for defining the object as a sequence of modifications;
- b) means for identifying a virtual world in which a modification of the object occurs; and
- c) means for storing each modification of the object and each identification of an associated virtual world in which that modification has been made.

14. A storage medium containing machine readable code for carrying out the method of claim 1.

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